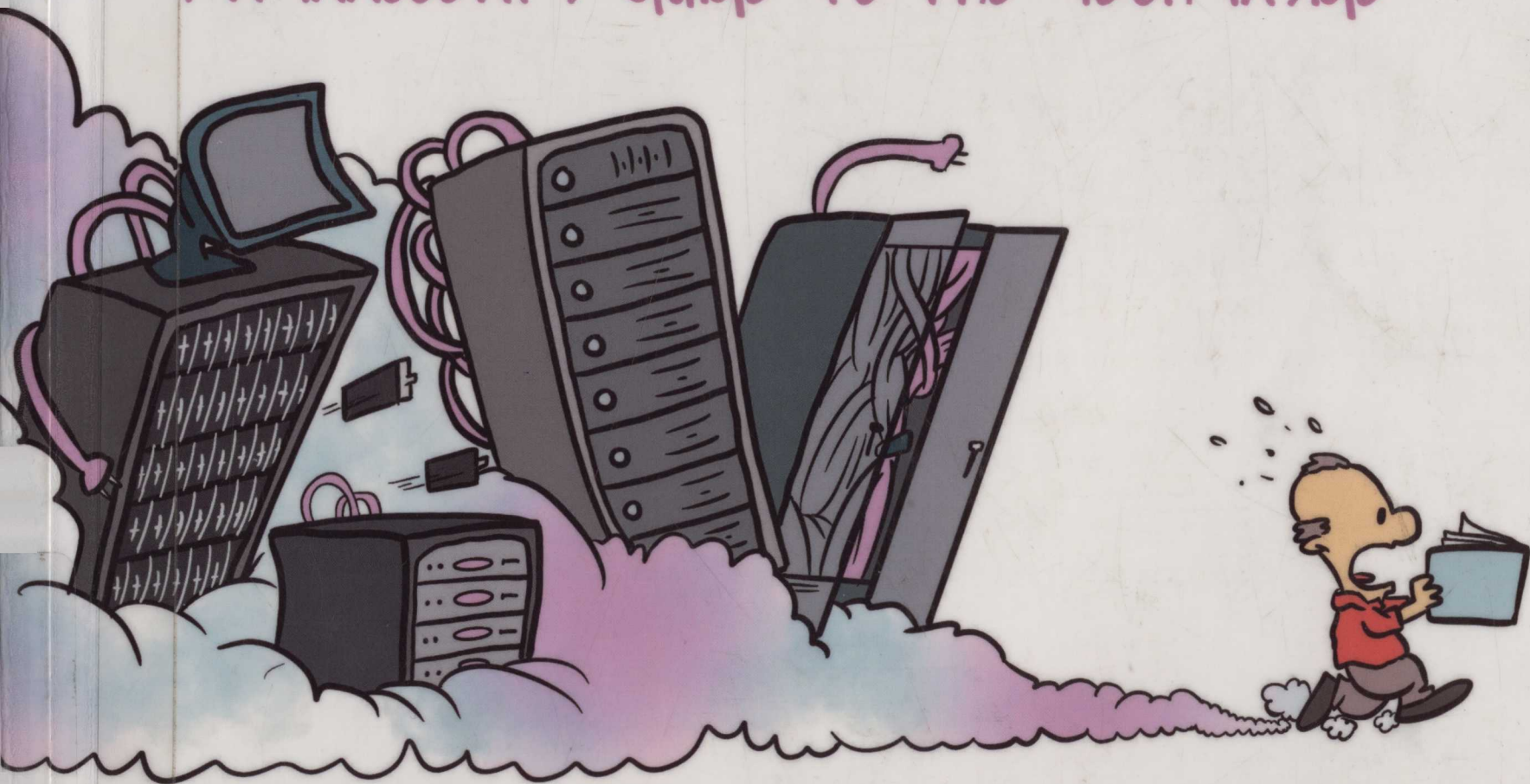


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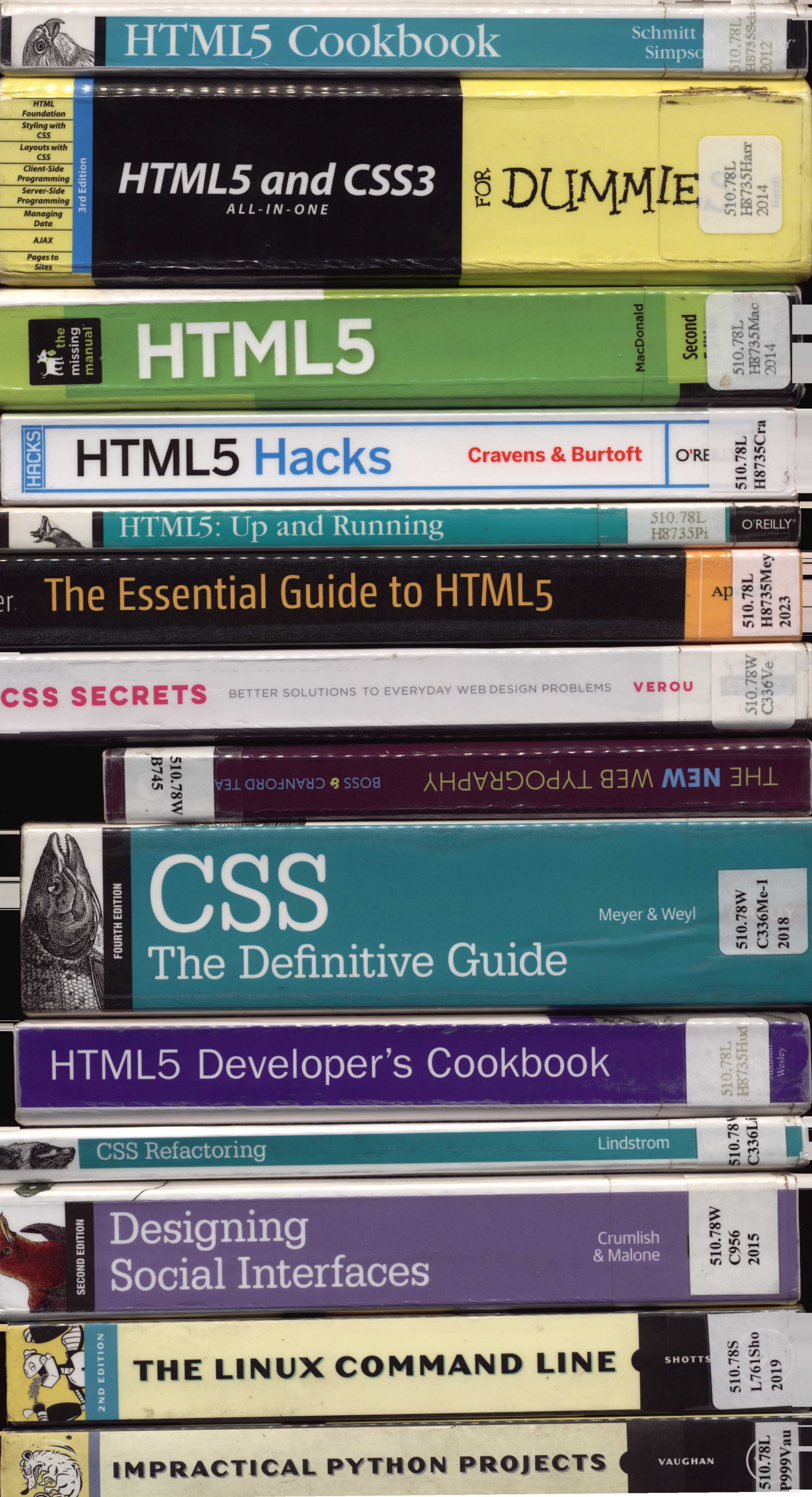
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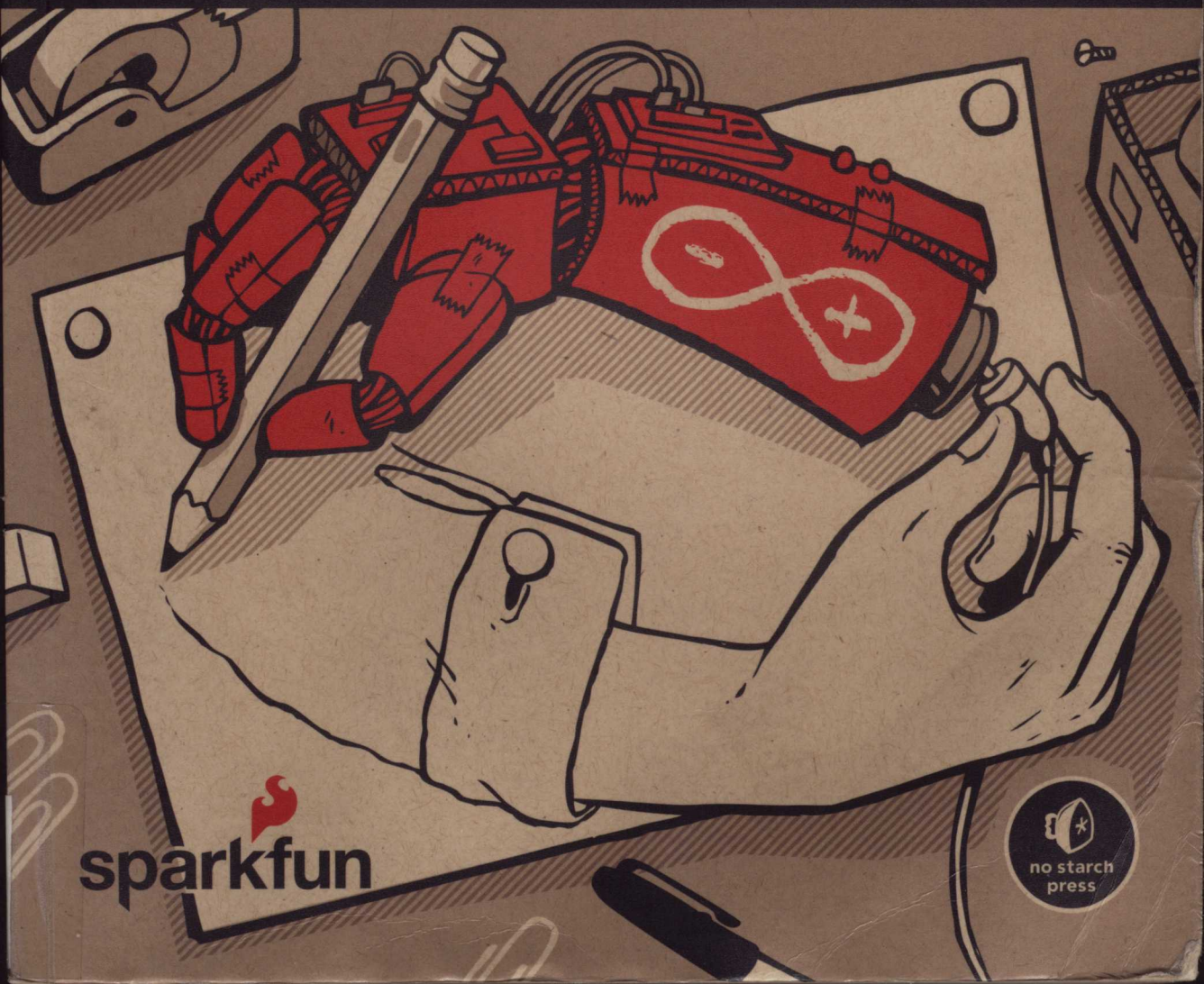
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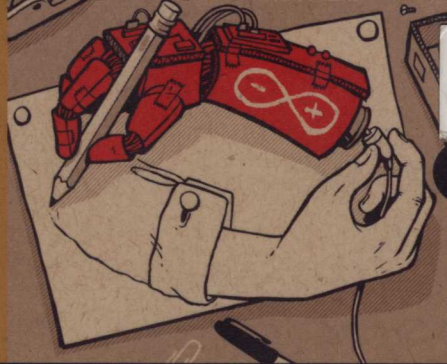
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The Arduino microcontroller makes it easy to learn about electronics, but it can be hard to know where to start. The 10 projects in this book will teach you to build, code, and invent with the super-smart Arduino and a handful of parts.

First, you'll master the basics with a primer that explains how a circuit works, how to read a wiring schematic, and how to build and test projects with a solderless breadboard. Then you'll learn how to make your hardware move, buzz, flash, and interact with the world using motors, LEDs, sensors, and more as you build these 10 projects:

- The classic first Arduino project: blinking an LED
- A miniature traffic light
- An LED screen that displays animated patterns and shapes
- A fast-paced button-smashing game to test your reflexes
- A light-sensitive, color-changing night-light

- A challenging ball-balancing game
- A temperature-sensing mini greenhouse with an automated fan and vent
- A motorized robot that you can control
- A racing timer for toy cars
- A tiny electric piano that you can actually play!

With each project, you'll learn real coding skills so you can tell your inventions what to do, like how to store temperature readings with variables, start a timer or spin a motor with functions, and make decisions using loops. You'll even find tips and tricks to put your own twist on each gadget and take things further.

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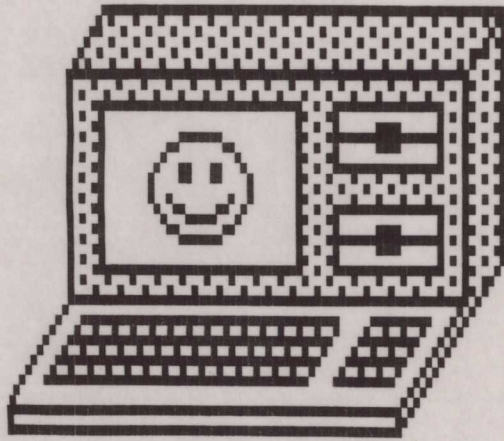
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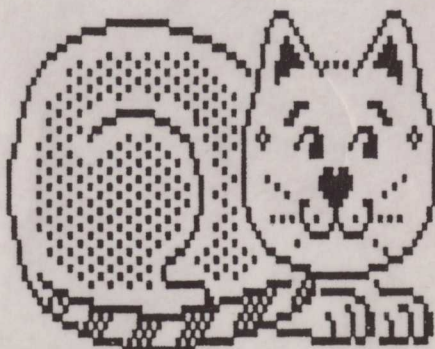
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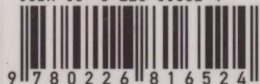
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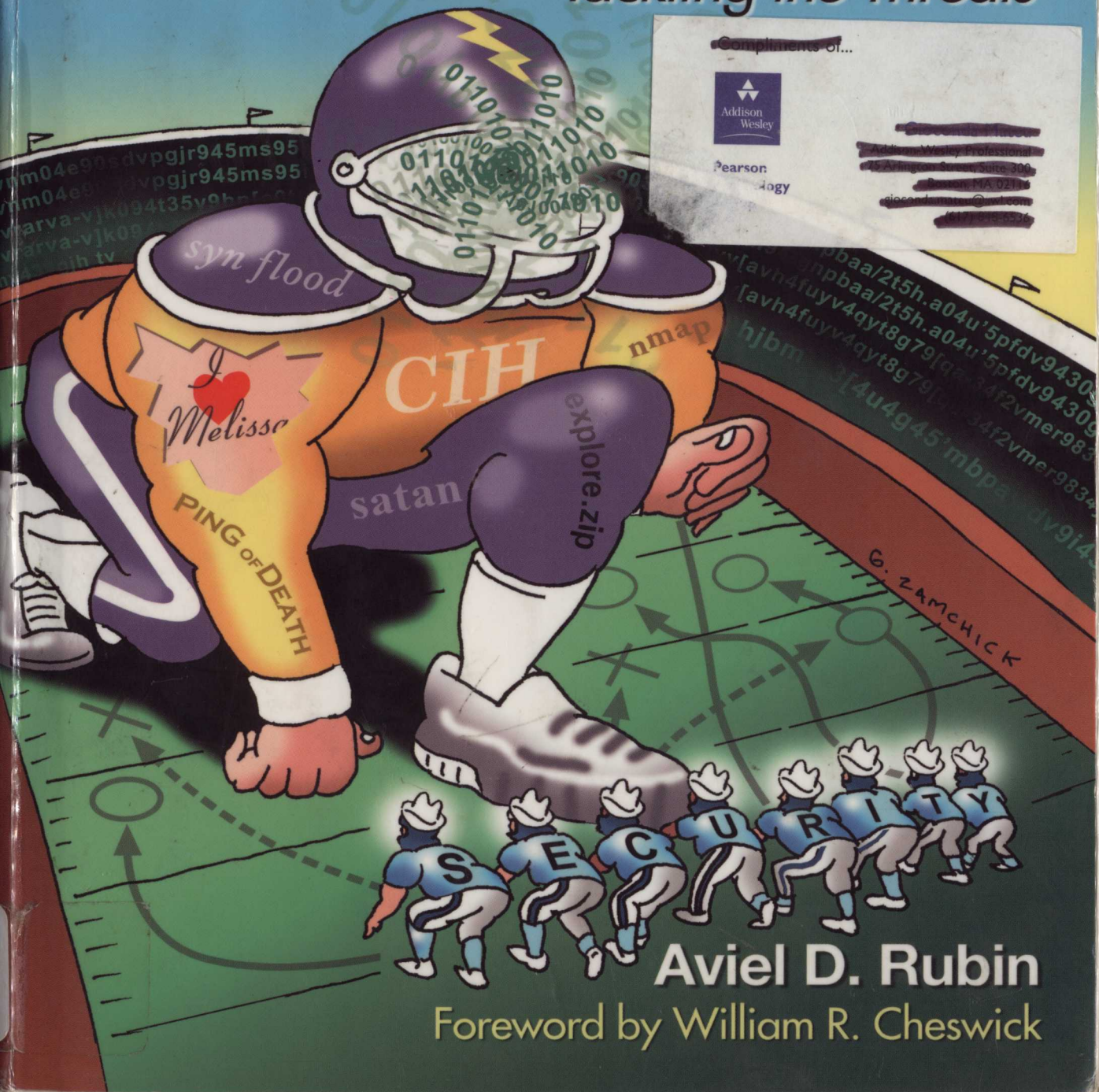
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How do I allow secure remote access to my site? How do I protect data on my laptop in case it's stolen? How should I configure my firewall? Will I regret using my credit card online? How will the bad guys attack? If these are some of the questions that keep you awake at night, you need to read this book.

As a computer security expert at AT&T Labs, author Avi Rubin regularly meets with IT staffs from all types of companies. When asked to recommend resource material to his customers, Rubin realized that there just wasn't a book on the market that would give them concise, direct answers to all their security questions. So he wrote one.

Using a problem-oriented approach, Rubin walks you through everything from protecting against network threats to using credit cards on the Web. Each chapter begins with a problem statement, continues with a description of the threat, explains the technologies involved, and then offers solutions. Chapters conclude with one or more case studies.

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- Understand online commerce and privacy

Whether you are an IT professional, a system administrator, an academic, or simply a regular Internet user, **White-Hat Security Arsenal** is full of information you can't afford to miss.

Dr. Aviel D. Rubin is a computer scientist and principal researcher at AT&T Labs—Research. A recognized expert in computer security, he serves on the USENIX board of directors and is coauthor of *Web Security Sourcebook* (John Wiley & Sons, 1997).

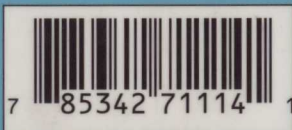
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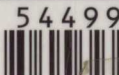
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What is “the cloud?” If you’re a non-techie, you probably have a vague idea. You might think it’s where you store your smartphone photos or the place all of your streaming music and movies come from. Maybe you’re picturing huge rooms filled with thousands of servers, complete with blinking lights and miles of cables. You’re right. The cloud is all of this, and so much more. Everything from the Internet of Things to Artificial Intelligence needs the cloud. The cloud is everywhere. But what do you really know about the cloud? Have cloud computing pros tried to explain it to you, only to be met with blank stares? If so, *The Read Aloud Cloud: An Innocent’s Guide to the Tech Inside* is the perfect book for you—and them!



Forrest Brazeal has worked in the tech industry for more than a decade. He’s installed software updates during a live cataract surgery and designed robots that perform machine learning on pizza, all while keeping his trademark sense of humor. In 2015, he began drawing a weekly webcomic about his life in the cloud which now reaches more than one hundred thousand regular readers. Forrest regularly interviews the biggest names in cloud computing through his “Think FaaS” podcast and his “Serverless Superheroes” blog series. An original AWS Serverless Hero, Forrest speaks regularly on business and technology at conferences, universities, and private events around the world.

Written by Forrest Brazeal, creator of the popular “FaaS and Furious” webcomic, this lighthearted book is a must-have for techies and non-techies alike. You will be entertained and educated by hilarious rhyming verses, full-color illustrations, and zany cartoons that explain the basics of cloud computing with tongue planted firmly in cheek. You’ll learn about the history of cloud computing, the core building blocks of cloud architecture, cloud security, voice programming and automation, and much more. From the first page to the last, you will be laughing so much that you might forget you’re actually learning something!

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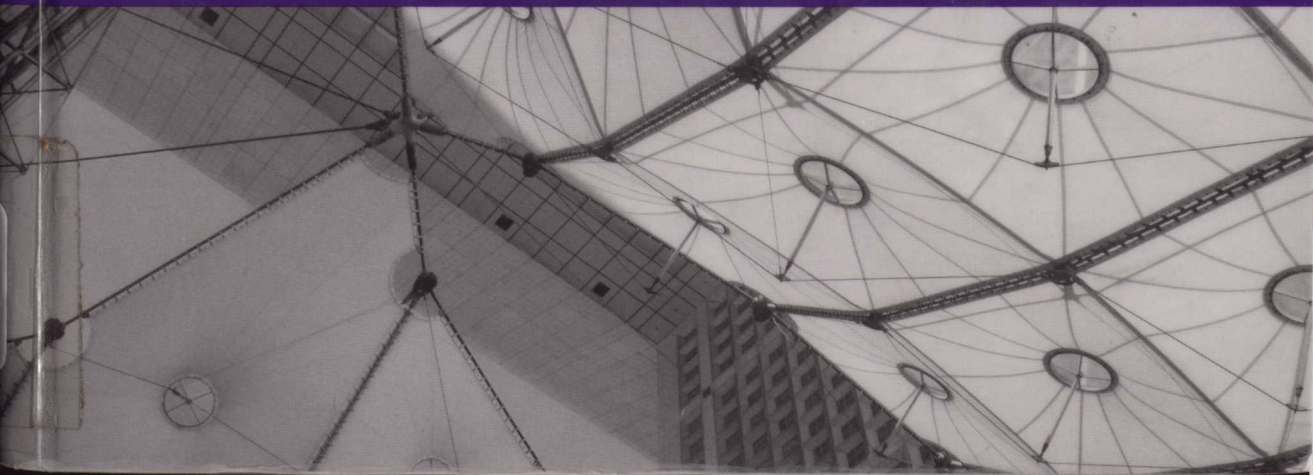
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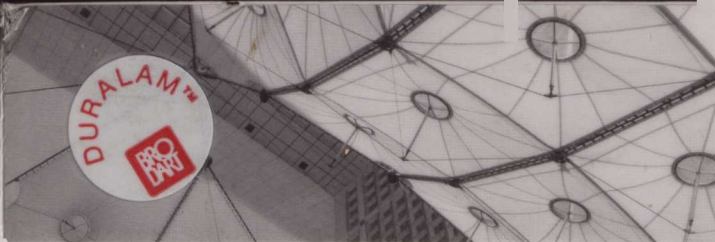
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Using HTML5, web developers can create standards-based browser applications with extraordinary richness and power, incorporating everything from drag-and-drop to native audio and video—all without any third-party plug-ins. Simply put, every web developer needs to master HTML5—and the sooner you do so, the greater advantage you'll have. **HTML5 Developer's Cookbook** provides all the expert advice and proven code you need to start building production-quality HTML5 applications *right now*.

Authors Chuck Hudson and Tom Leadbetter present tested, modular recipes at beginner, intermediate, and advanced levels. You'll learn exactly how to deliver state-of-the-art user experiences by integrating HTML5's new and enhanced elements with CSS3, multimedia, and JavaScript APIs. Reflecting current standards, this book prioritizes HTML5 features with substantial browser support and identifies the level of browser support for each feature discussed. Coverage includes

- Understanding and using HTML5's new structural elements
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- Integrating device data

Turn to **HTML5 Developer's Cookbook** for expert answers, real solutions, and the code required to implement them. It's all you need to jumpstart any HTML5 project and create rich, high-value web applications your users will love.

Chuck Hudson has developed mobile web and mobile solutions since the 1990s. A successful "techpreneur" and long-time geek-in-training, he is a certified PHP programmer and PayPal developer. He teaches web programming, mobile technology, and entrepreneurship throughout the Boston and Atlanta regions. In 2008, he received the eBay Star Developer award for the first iPhone mobile web and native apps. **Tom Leadbetter** is a web designer and developer based in Liverpool, England. He has been working with HTML5 since early 2009 and blogs about it at HTML5Doctor.com.

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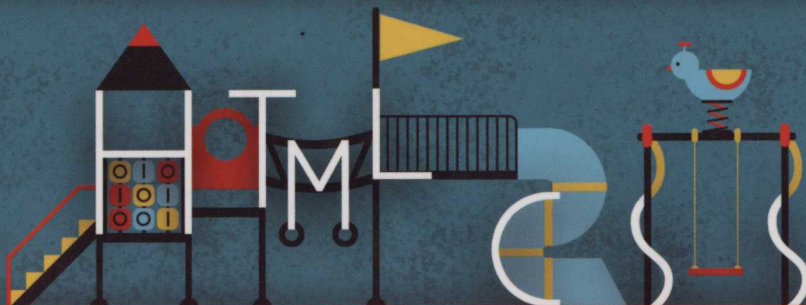
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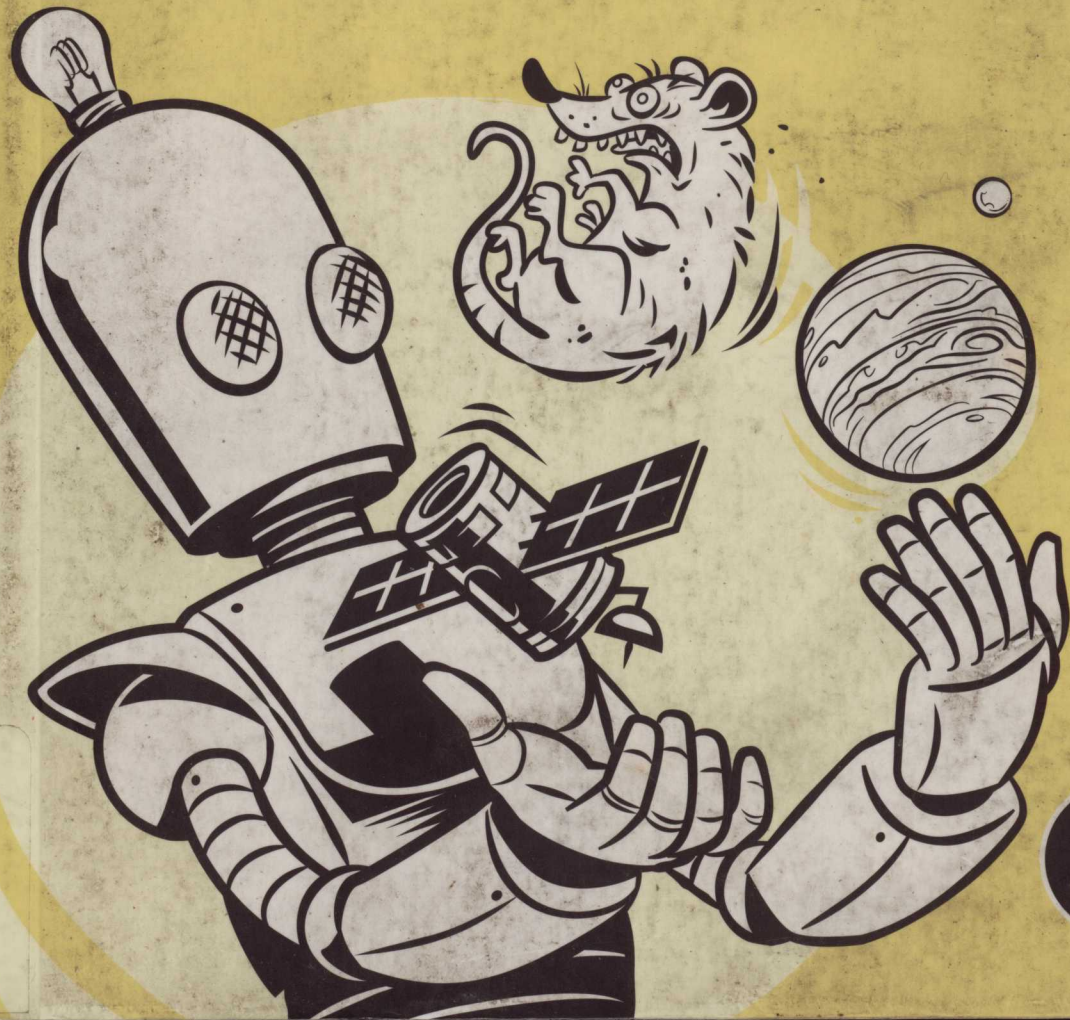
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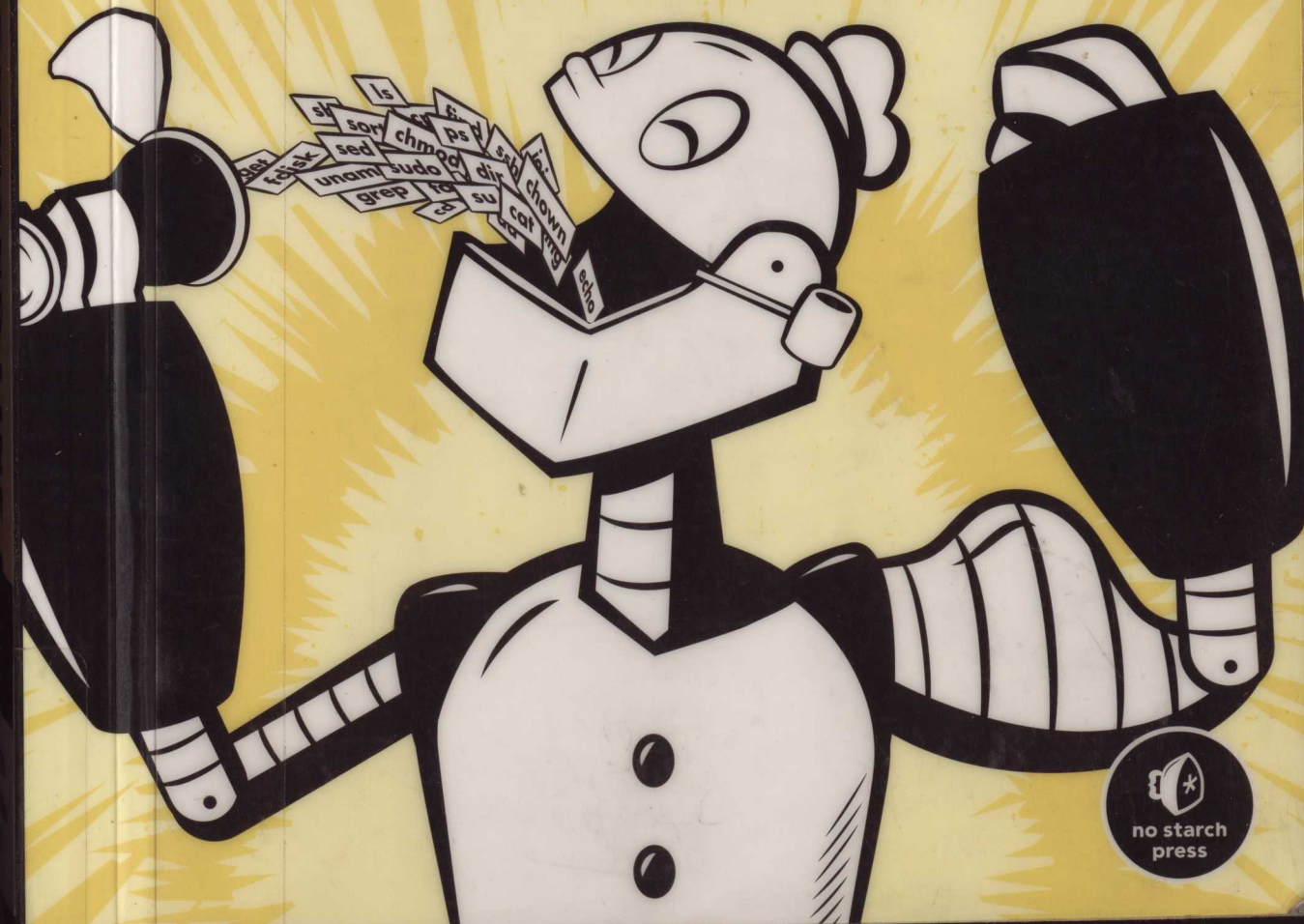
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Stephen G. Kochan is the author or co-author of several best-selling books on Unix and C programming, including *Programming in C*, *Programming in Objective-C*, and *Exploring the Unix System*. He is a former software consultant for AT&T Bell Laboratories, where he developed and taught classes on Unix and C programming.

Patrick Wood is the CTO of the New Jersey location of Electronics for Imaging. He was a member of the technical staff at Bell Laboratories when he met Mr. Kochan in 1985. Together they founded Pipeline Associates, Inc., a Unix consulting firm, where he was vice president.

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Dave Taylor runs the popular Web site AskDaveTaylor.com and has been involved with the Unix community for more than 30 years. Founder of four Internet startups, he created the Elm Mail System and contributed to the development of 4.4 BSD Unix. A prolific author, his most recent books include the best-selling *Wicked Cool Shell Scripts* and *Learning Unix for Mac OS X*. He's also a columnist for *Linux Journal* and an active participant in social media channels.

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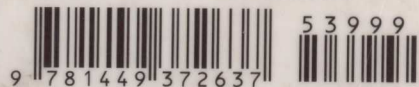
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